



Tom Clancy's

GHOST RECON

ADVANCED WARFIGHTER



UBISOFT

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

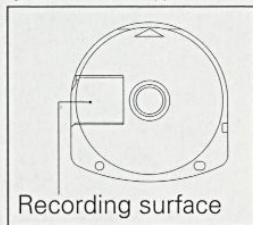
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

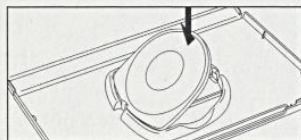
Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

Net BSD

The communications function of this product includes software developed by the NetBSD Foundation, Inc. and its contributors. For a complete list of contributors please see <http://www.scei.co.jp/psp-license/pspnet.txt>

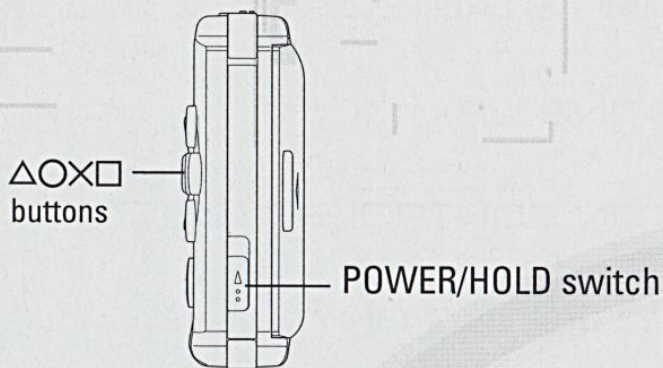
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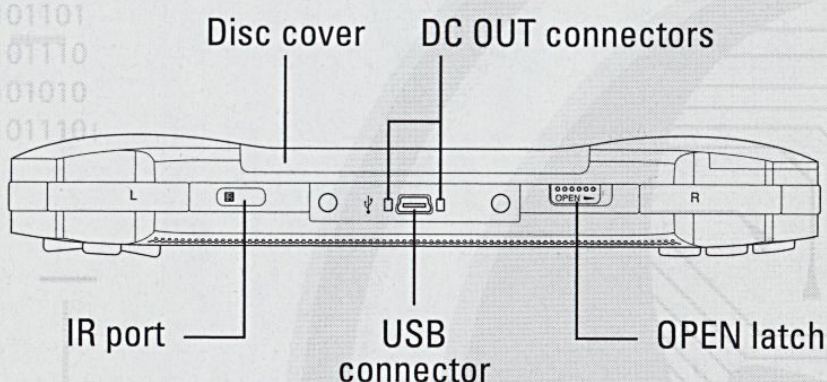
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GETTING STARTED

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT Tom Clancy's Ghost Recon Advanced Warfighter® 2 disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the × button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

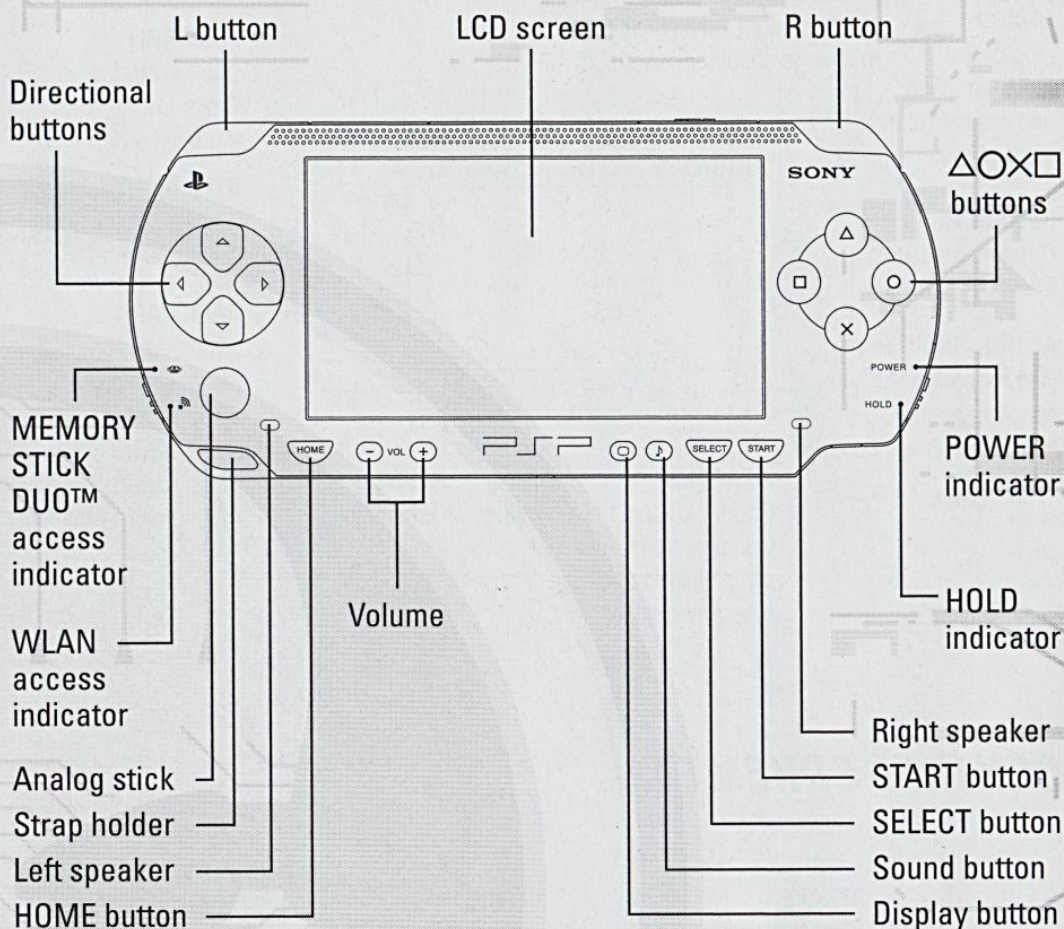
MEMORY STICK DUO™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

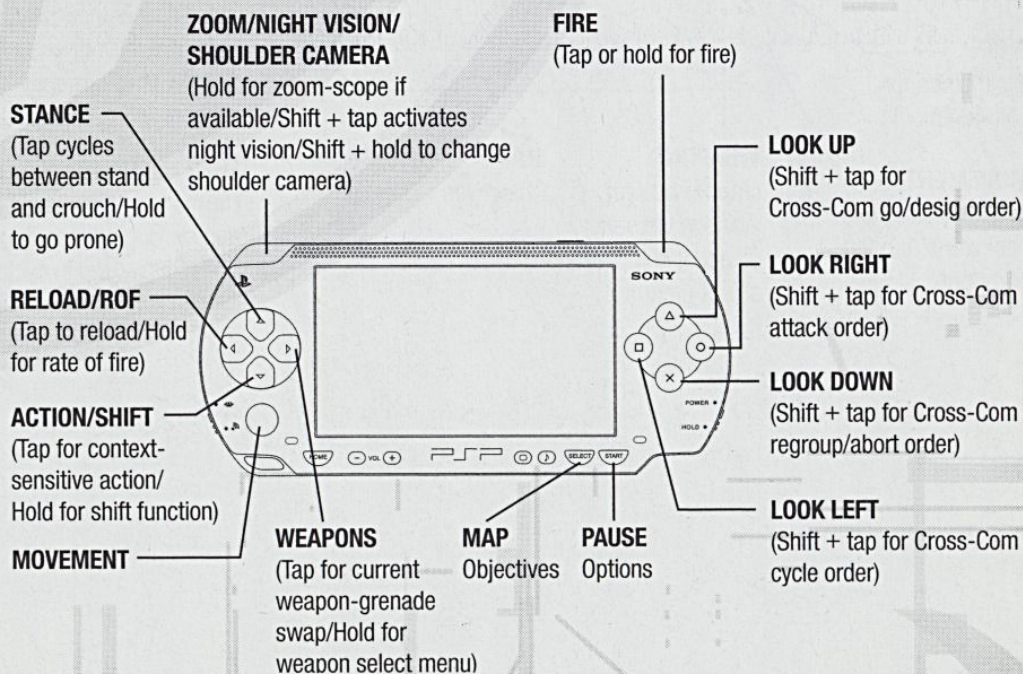
STARTING UP

PSP® (PlayStation® Portable) system configuration

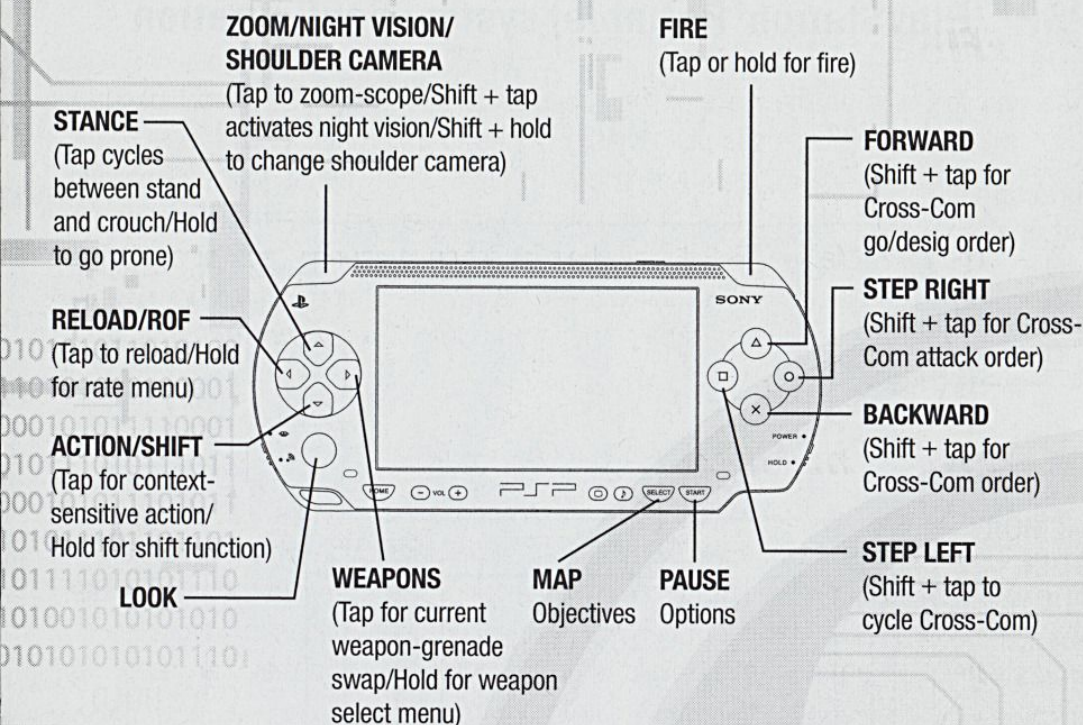


BUTTON CONTROLS

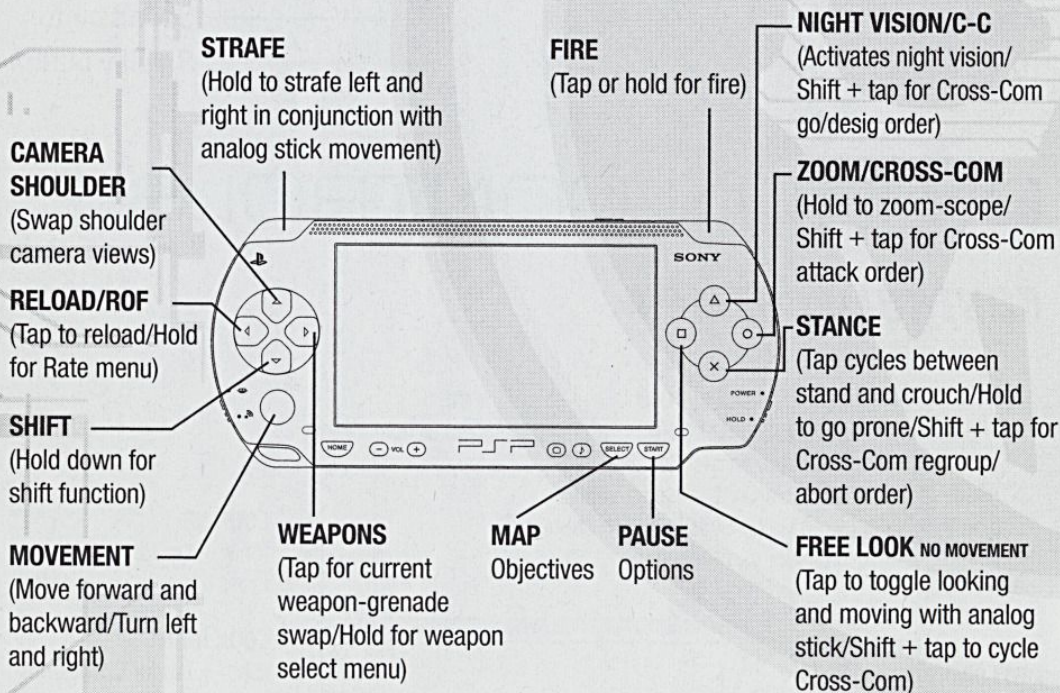
CONTROL SCHEME A



CONTROL SCHEME B



CONTROL SCHEME C



WHAT'S GOING ON?

BRIEFING

The year is 2014. In the wake of the abortive coup in Mexico City, intelligence traces some of the weapons used by the rebels to Colombia. With the agreement of the Colombian government, the U.S. Army sends in the Ghosts in order to put an end to the flow of weapons up through the Panama Canal and to the insurgents in Mexico. But during their insertion in-country, anti-aircraft fire takes out the Blackhawk transporting the Ghosts. The chopper goes down, and Captain Scott Mitchell finds himself alone in territory far more hostile than he could have imagined.

WHO ARE THE GHOSTS?

The Ghosts are an elite unit of U.S. Army Green Berets. They are the best of the best, the unit chosen to be the tip of the spear in any action where precision, firepower, and skill are needed. From the snow-covered Russian steppes to the sun-baked streets of Mexico City, the Ghosts are the first ones in when their country needs them. Led by Captain Scott Mitchell, they find their targets, achieve their objectives, and vanish...like ghosts.

CAPTAIN SCOTT MITCHELL

Mitchell is the current leader of the Ghosts. An experienced soldier, he is equally capable of operating in command of a team or solo. With the Advanced Warfighter gear, he is capable of coordinating with friendly troops, calling in air strikes, and using an unmanned aerial drone, all to achieve his objectives.

MAIN MENU

There are four options from the Main Menu:



- **Campaign:** Start or resume a campaign.
- **Co-op Multiplayer:** Take on the game with another player.
- **Settings:** Change the control and gameplay options.
- **Credits:** See a list of everyone who worked on the game.

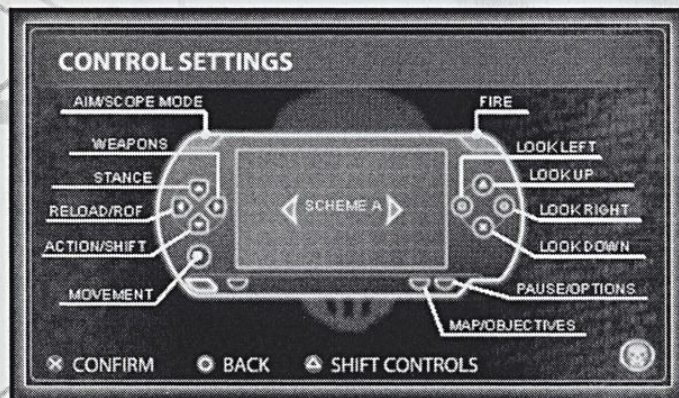
Use the and buttons to scroll up and down, and press the button to select the option you want.

SETTINGS

Settings are the options that help you customize your play experience. The settings you can modify are:

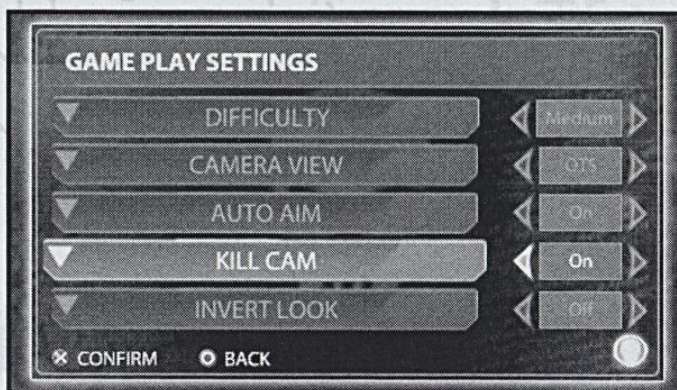
- **Control Settings:** Pick from a variety of control schemes.
- **Gameplay Settings:** Set gameplay parameters.

CONTROL SETTINGS



Use the and buttons to scroll left and right between the available control schemes. A diagram appears on-screen with the details of each scheme. Press the button to select the one you want, or the button to return to the previous screen.

GAMEPLAY SETTINGS



These settings determine your difficulty, camera view, auto aim, kill cam, and invert look options. Scroll up and down with the **▲** and **▼** buttons to select the setting you want to change, then scroll left and right to highlight the selection you want. Press the **ⓧ** button to confirm your choices, or the **◯** button to go back to the Settings screen.

CAMPAIGN



Selecting Campaign takes you to the Campaign screen. Here, you can select from four options:

- **Training:** Practice before going out into the field.
- **New Game:** Start a new campaign.
- **Load Game:** Load a saved game and pick up at the start of the current mission or from the last checkpoint reached.
- **Mission Select:** Take another shot at a mission you've already beaten, or start your current mission over from the beginning.

NEW GAME

Selecting New Game starts a new campaign with your current settings. You will be given the option of either starting the tutorial or launching directly into the first mission. As you advance through the campaign, you can save your game during the mission from your last checkpoint reached as well as after the completion of each mission.

BRIEFING SCREEN

You'll get a Briefing screen before each mission. This gives you all the information you need to carry out your objectives, including intelligence on enemy troops and weapons and a list of objectives to achieve. Pressing the **X** button moves you to the Action screen.

LOAD GAME

Load Game lets you pick up a saved game and start playing from where you last saved. When you select Load Game, all of your available saved games appear on the left side of the screen. You can cycle through them using the **▲** and **▼** buttons. The save data for each game will appear on-screen as you cycle through, letting you know which games are available to be loaded.

To load a game, cycle to it and press the **X** button. Press the **○** button to back out of the loading interface. Press the **X** button to launch the saved game from the last checkpoint, or press the **○** button to return to the Main Menu.

MISSION SELECT



When you select Mission Select, a list of all of the missions you have unlocked comes up. Cycle through the list with the **▲** and **▼** buttons, and then press the **X** button to select the mission you want to play. Only missions you've beaten in the Campaign mode will be available.

TRAINING

Selecting Training takes you to an area where you can learn and practice the skills necessary to succeed at Ghost Recon Advanced Warfighter 2. A series of messages will appear on-screen to direct you in honing your skills. You can do training as many times as you like.

ACTION SCREEN

The Action screen is where the gameplay happens. It's where you move, shoot, and interact with the game world.

Your character, Captain Scott Mitchell, appears at the bottom of the screen. At the lower left of the screen is your stance and health indicator. This lets you know how much damage you've taken, and whether you're standing, crouched, or prone.

At the bottom center of the screen is a compass that lets you know which direction you're heading in. At the bottom right is your ammo count. This shows your current weapon, as well as the number of rounds you have in the weapon at the moment and the number of rounds overall. To the right is your Rate of Fire (RoF) indicator. The more bullets visible in the image, the higher your RoF.

RETICLE

In the center of the screen is your targeting reticle. This consists of a circle and some pips. The longer you hold still to line up your shot, the closer in the pips get, and the more accurate your firing is.

INDICATORS

Indicators are on-screen manifestations of information that will be useful to you as you move through the missions. They point out objectives, hostile units, and friendlies.

- **Objective Indicator:** A yellow diamond that indicates a mission objective.
- **Enemy Indicator:** A red diamond that indicates a hostile unit.
- **Friendly Indicator:** A blue diamond that indicates an allied soldier.
- **Vehicle Indicator:** Red or blue brackets, depending on whether the vehicle is friendly.
- **Drone Indicator:** A blue diamond that pinpoints the location of your UAV.

As you get closer to an indicator, a bracket will appear around it with some numbers. The number at the upper right is the amount of health the target (if it's a person or vehicle) has left. The number at the lower left is the distance to the indicated object.

If you get close to an objective and the indicator moves off-screen, an arrow will appear to show you the direction to the objective. You'll get a similar indicator for friendly units.

In addition, fire indicators will appear on-screen to let you know what direction hostile fire is coming from. Yellow indicates a miss, while red means you've been hit.

C4 CHARGE

C4 charges are useful for destroying parked vehicles or ambushing an unsuspecting enemy. You can carry five charges. To plant a C4 charge, select it as your current weapon. Move to the object you want to demo and press the R button. Once you've placed the C4, you'll be able to select the detonator. To activate the charge, select the detonator and tap the R button. This will detonate the charges in the order in which they were placed.

LASER DESIGNATOR

This is only available for the OICW. To designate a target for an air strike, select the laser designator from the RoF menu, then move the reticle over the target. Press and hold the R button to activate the laser and designate the target. When the target icon changes from yellow to red, it indicates that you have a valid target and an air strike is incoming.

WEAPON PICKUP

If an enemy drops a weapon, you can swap out your current primary for the one you find on the ground. Walk up to the weapon and, when the Swap icon appears, tap the ▼ button. You can carry up to two primary weapons in addition to your pistol and grenades. Some weapons (like the OICW) cannot be dropped once you pick them up.

AMMO BOXES

Ammo boxes are scattered across the map. They contain more ammunition for your weapons, as well as new weapons that you can equip. To activate an ammo box, walk up to one and wait for the activation icon to appear. When it does, press the ▼ button, and you'll activate the box. A list of available weapons will appear, and you can cycle through them with the ▲ and ▼ buttons. Press the ⊗ button to select the one you want to pick up, or press the ◎ button to back away from the box if you don't want to make a change.

ZOOM

Zoom gives you a better look at the enemy, but narrows your field of view. Pressing the L button zooms you in and out. If your current weapon has a telescopic sight, pressing and holding the L button brings you into Scope view. Once in Scope view, tap the ▼ button to cycle through the available zoom levels. Hold the L button to hold your breath to steady your aim.

NIGHT VISION

Night vision lets you see better in dark areas and night missions. To toggle night vision on and off, hold down the ▼ button and tap the L button.

CROSS-COM

Your Cross-Com lets you control support units, such as your aerial drone or support artillery. To access it, press and hold the ▼ button. The Cross-Com will then appear in the upper left-hand corner of your screen. The icon of the currently selected unit appears in the center of the Cross-Com, and the commands you can give it appear on the sides. To cycle back and forth between your drone and your artillery strike, call up the Cross-Com and press the ◼ button.

On some missions, your Cross-Com may be disabled due to enemy action.

DRONE

The drone is an unmanned aerial vehicle that you can use to support your missions. It can be used either to fly above enemy troops to show their position, or to attack, dealing death from above.

To move the drone in the Action screen, place your reticle over the spot you want to move the drone to. Call up the Cross-Com by pressing and holding the **↓** button, and then press the **△** button to order the drone to move to that spot.

To get the drone to reform on your position, call up the Cross-Com and press the **⊗** button. It will return to your position and hover over you as you advance. To attack with the drone, call up the Cross-Com and press the **⊙** button. Be warned – you've got limited ammo, and your drone can be shot down. The available ammo and weapon type will be displayed by the drone icon on the Cross-Com.

ARTILLERY STRIKE

When it's available, the artillery strike calls down fire from off of the map onto a target you designate. It can take out vehicles, roadblocks, and enemy troops. Use it sparingly, as it packs a lot of power and has a big blast radius.

To use an artillery strike, call up the Cross-Com and cycle to Artillery. Use the **△** button to designate a target for an artillery strike. Use the **⊙** button to call in the strike, or the **⊗** button to abort it. You'll have three seconds after calling in the strike in which to abort it.

OPMAP

Pressing the SELECT button brings up your OpMap. This shows you a top-down map of the current level, along with your location and the location of any visible units and ammo boxes, as well as that of any nearby objectives. You can move around the OpMap by using the analog stick. Zoom in and out with the **▲** and **▼** buttons.

You can also toggle in and out of Drone view from the OpMap. The **◀** and **▶** buttons will toggle back and forth between the Drone view and the OpMap.

DRONE VIEW

In Drone view, you see the world from the drone's perspective. Be careful – Captain Mitchell is vulnerable while you're piloting the drone.

To control the drone, use the analog stick to look around. Press the **⊗** button to regroup and return to Captain Mitchell's current location, or press the **△** button to move the drone to the spot it's currently targeting.

If your drone is armed and has ammunition, you can use it to attack. Move the reticle over a target to designate it, and then press the **⊙** button to launch the attack.

MOVING AND SHOOTING

In the default control configuration, you can move forward, backward, left, and right by pressing the analog stick. To turn, press the  button to look left and the  button to look right. Pressing the  button and  button lets you look up and down.

To fire your weapon, press the R button. For grenades, you'll have to press and hold the R button. Release the R button to throw the grenade. The longer you hold it, the stronger your throw.

There are other control configurations that you can use (See Gameplay Settings), but this manual refers only to the default configurations.

STANCE

There are three stances:

- **Standing:** You move fastest, but your accuracy suffers and you're a bigger target.
- **Crouched:** Moderate cover, accuracy, and speed.
- **Prone:** Slow to move, but you present a small target and have better accuracy.

You can move between standing and crouched stances by tapping the  button. Press and hold it to toggle in and out of prone stance.

RATE OF FIRE

Rate of fire is the number of bullets that you use every time you pull the trigger. Higher rates of fire are more impressive but less accurate.

This setting also lets you toggle between types of fire, allowing you to call up a grenade launcher and a laser designator (if you've equipped them). To switch between rates of fire, press and hold the  button. There are three rates of fire, as well as two other main settings:

- **Single Shot:** One bullet per trigger pull.
- **Three-Round Burst:** Three bullets every time you fire.
- **Full Auto:** Keep firing as long as the R button is held down.
- **Grenade Launcher:** Your weapon fires an air-launched grenade. This is only available with certain weapons.
- **Laser Designator:** This lets you light up specifically designated targets for air strikes. This is only available with the OICW.

With a grenade launcher-equipped weapon active, you may have up to three types of grenades available: Sabot (anti-armor), Thermobaric, and Flechette (anti-personnel). You can toggle between available grenade types for your launcher by using the RoF button.

To set the range for an air-launched grenade, hold down the L button while zoomed in and tap the  button. This opens up the range calibration, and you can raise and lower the distance at which the grenade will go off by using the  and  buttons. To leave the range calibration, press the  button.

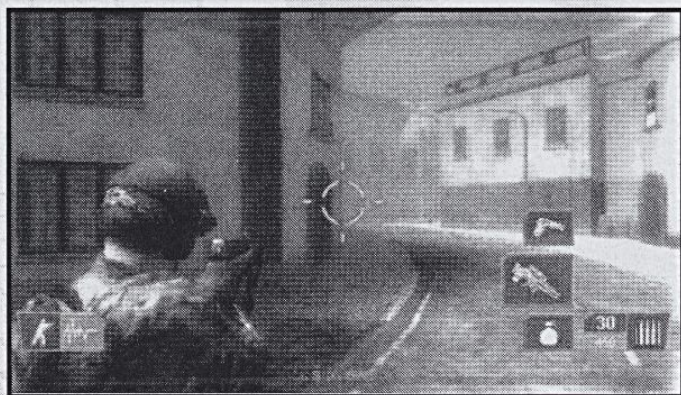
RELOAD

Tap the  button to reload your current weapon.

SWAP WEAPON

A fast tap of the  button does a quick swap of your current weapon for the last-used grenade type.

If you press and hold the  button, you can cycle through all of the weapons in your inventory using the  and  buttons. Just release the  button when you've highlighted the weapon you want to use.



GRENADES

When you've equipped grenades as your current weapon, you can use the RoF button to cycle through your available grenade types. The three types are:

- **M67 Frag:** Explosive and deadly.
- **M18 Smoke:** Conceals your movement from the enemy.
- **C4:** A demo charge, good for blowing up artillery emplacements and other targets.

Once a C4 charge has been placed, a detonator for that charge appears on the weapons list as well.

PAUSE MENU

Press the START button to bring up the Pause menu. From here, you can use the **↑** and **↓** buttons to scroll down the list of choices:

- **Save Game:** Save your game from your last completed checkpoint.
- **Load Checkpoint:** Load your current game from the last completed checkpoint.
- **Restart Level:** Restart your current level.
- **Quit Level:** Quit the current level without saving and return to the Main Menu.
- **Settings:** Adjust the game settings including invert look, control scheme, camera view, auto aim, and kill cam.

Press the **ⓧ** button to select your highlighted choice.

AAR

After each mission, you'll get an AAR – after-action report. This screen gives your stats for the mission. Once you're finished looking at the AAR, press the **ⓧ** button to advance to the next screen.

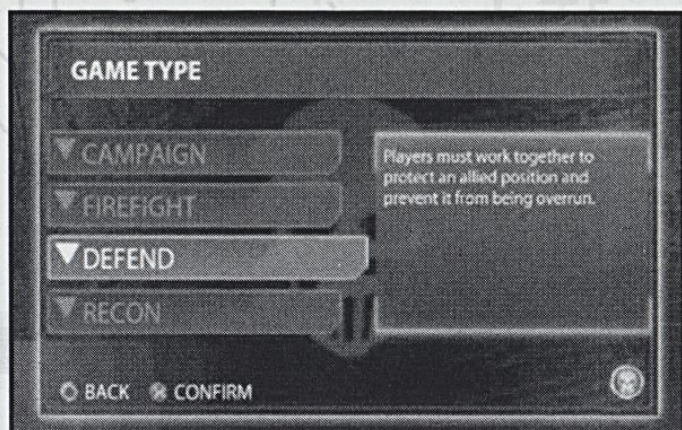
CO-OP MULTIPLAYER



Co-Op Multiplayer lets you and another player take on Ghost Recon Advanced Warfighter 2 together.

Selecting Co-Op Multiplayer takes you to the Outfitting screen. You can choose the soldier you want to play and the weapon you want as your primary by cycling back and forth with the **←** and **→** buttons. Use the **↑** and **↓** buttons to switch between the weapons and the soldier. When you are satisfied, press the **ⓧ** button to continue to the Multiplayer screen.

HOST



Hosting means you decide what the game will be like. You have four options for game type:

- **Campaign:** Take on the campaign missions together.
- **Firefight:** Eliminate all of the enemies on the map.
- **Defend:** Hold a position against waves of enemies.
- **Recon:** Work together to recon various locations on the map.

Use the  and  buttons to cycle through the four available game types, and press the  button to select the one you want and go to the Setup screen.

SETUP SCREEN



The Setup screen is where you set the parameters for the game you're hosting. There are two options you set

- **Map Select:** Which map you'll be playing on.
- **Map Options:** The difficulty setting and time limit for the game.
- **Lobby:** Once you've selected a map and map options, choose this to enter the Lobby and wait for your teammate.

LOBBY

The Lobby is the screen where you wait for the action to start. The top left of the Lobby shows the details of the game, while the top right shows a top-down map. At the bottom of the map is a list of players. When you're ready to launch the game, press the **X** button, and gameplay will start.

JOIN



Joining a game lets you find a game that someone's already started and jump in. Two players can take part in a single game. Select Join from the Multiplayer screen, and a list of available games will appear. Use the **▲** and **▼** buttons to cycle through the list to find one you want to join, and press the **X** button to join it.

Once you join a game, you'll be taken to the Lobby for that game. The game will begin when the host triggers it.

Please note: If you create a PSP® system nickname that includes characters not supported by the game, a **□** will be displayed in their place.

Register this game now and stay in the know!

It's simple: Go to www.ubireg.com and register your product, and you will receive a coupon code good for 10% off your next purchase at the Ubisoft online store. You can also get exclusive game updates, participate in surveys, and win cool prizes! Look for the details on www.ubi.com!

Thanks,
The Ubisoft Team

Tom Clancy's Ghost Recon Advanced Warfighter® 2

Proof-of-Purchase



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NOTES

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NOTES

TECHNICAL SUPPORT

Before contacting Ubisoft's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search the support database at our website, <http://support.ubi.com>. Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Full product title
- Game console you are using

Support Over the Internet

This is the best way to find answers to common issues with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems:

<http://support.ubi.com>.

Contact Us by Webmail

Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website, we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail, simply log into our site at <http://support.ubi.com>.

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

Contact Us by Phone

You can also contact us by phone by calling **(919) 460-9778** (for our customers in Quebec we provide French language support at (866) 824-6515). Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your gaming system and have all of the necessary information listed above at hand.

Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time** (French language support available from 7 am–4 pm EST).

While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

Contact Us by Standard Mail

If all else fails you can write to us at:

Ubisoft Technical Support • 3200 Gateway Centre Blvd. • Suite 100 • Morrisville, NC 27560

Return Policy

Please do not send any game returns directly to Ubisoft before contacting Technical Support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or scratched CD, please visit the FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.

WARRANTY

Ubisoft warrants to the original purchaser of its products that the products will be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Ubisoft products are sold "as is," without any expressed or implied warranties of any kind, and Ubisoft is not liable for any losses or damages of any kind resulting from use of its products. Ubisoft agrees for a period of ninety (90) days to either replace defective product free of charge provided you return the defective item with dated proof of purchase to the store from which the product was originally purchased or repair or replace the defective product at its option free of charge, when accompanied with a proof of purchase and sent to our offices postage prepaid. This warranty is not applicable to normal wear and tear, and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment, or neglect of the product.

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Ubisoft reserves the right to make improvements in its products at any time and without notice.

REFUNDS

Ubisoft cannot provide refunds or otherwise process returns for credit of any kind other than an identical product replacement. Any product refund request must occur at the place of purchase, as the individual retail outlets set their own refund policy. This policy covers identical product replacements only.

PRODUCT/DOCUMENTATION REPLACEMENTS

Please contact a Ubisoft Technical Support Representative directly before sending your product to us. In many cases, a replacement is not the best solution. Our Support Representatives will help you determine if a replacement is necessary or available. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. Without an RMA number from a support representative, your replacement request will not be processed.

IF WE DETERMINE A RETURN OR REPLACEMENT IS NECESSARY:

Within the 90-Day Warranty Period: Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes), and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

After the 90-Day Warranty Period: Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubisoft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

REPLACEMENT FEES

Our most recent replacement fee schedule is available online. Please visit <http://support.ubi.com> for an updated price list.

WARRANTY ADDRESS AND CONTACT INFORMATION

Phone: 919-460-9778. Hours: 9am-9pm (EST), M-F

Address: Ubisoft Support • 3200 Gateway Centre Blvd. • Suite 100 • Morrisville, NC 27560

Please use a traceable delivery method when sending products to Ubisoft.

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